

## CLAIM LISTING

Please kindly amend the claims as follows:

1- 50. (Cancelled)

51. (Currently Amended) A method for horizontally scrolling a display window, the method comprising:

receiving a window descriptor having a numerical value for indicating how many pixels are to be blanked out at an edge of the display window;

receiving an address of a start of the display window;

receiving a plurality of graphics data associated with the received address, the plurality of graphics data being from a memory;

blanking out how many pixels are indicated by the numerical value of the plurality of graphics data, while continuing storing said how many pixels that are blanked in memory ; and

displaying the plurality of graphics data such that the blanked out pixels of the plurality of graphics data are not displayed and a first non-blanked pixel of the plurality of graphics data is displayed.

52. (Previously Presented) The method of horizontally scrolling the display window of claim 51, wherein each pixel is comprised of a first number of one or more bits, wherein the plurality of graphics data associated with the address comprises a second number of one or more bits, and wherein the first number is not greater than the second number.

53. (Previously Presented) The method of horizontally scrolling the display window of claim 51, wherein the first number of bits is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32 bits.

54. (Previously Presented) The method of horizontally scrolling the display window of claim 53, wherein the second number of bits is a multiple of 32 bits.

55. (Currently Amended) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

- receiving a first numerical value indicating how many pixels are to be blanked out;
- receiving a first address of a start of the display window;
- receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;
- blanking out how many pixels are indicated by the first numeric value of the first plurality of graphics data, while continuing storing said how many pixels in memory that are blanked;
- displaying the first plurality of graphics data such that the blanked out pixels of the first plurality of graphics data are not displayed and a first non—blanked pixel of the first plurality of graphics data is displayed;
- receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the display window, the second address pointing to the right of the first start address by one or more graphic memory words;

receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking out how many pixels are indicated by the second numerical value of the second plurality of graphics data ; and

displaying the second plurality of graphics data such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non-blanked pixel of the second plurality of graphics data is displayed.

56. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are included in a window descriptor.

57. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

58. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value is

included in a first window descriptor and the second numerical value is included in a second window descriptor.

59. (Currently Amended) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

- receiving a first numerical value for indicating how many pixels are to be blanked out;

- receiving a first address of a start of the display window;

- receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;

- blanking out how many pixels are indicated by the first numerical value of the first plurality of graphics data, while continuing storing said how many pixels in memory, that are blanked;

- displaying the first plurality of graphics data such that the blanked out pixels of the first plurality of graphics data are not displayed and a first non-blanked pixel of the first plurality of graphics data is displayed;

- receiving a second numerical value for indicating how many pixels are to be blanked out;

- receiving a second address of a second start of the display window;

- receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking how many pixels are indicated by the second numerical value of the second plurality of graphics data based on the received second numerical value; and

displaying the second plurality of graphics data such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non-blanked pixel of the second plurality of graphics data is displayed,

wherein the second numerical value is greater than the first numerical value.

60. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are included in a window descriptor.

61. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

62. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

Claims 63-70 are cancelled without prejudice.

71. (Previously Presented) The method of claim 51, wherein said edge of the window is a horizontal edge.

72. (Previously Presented) The method of claim 55 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

73. (Previously Presented) The method of claim 59 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

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74. (Currently Amended) A method for horizontally scrolling a display window, the method comprising:

receiving a window descriptor having a numerical value;

receiving an address of a start of the display window;

receiving a plurality of graphics data associated with the received address, the plurality of graphics data being from a memory;

blanking out a number of pixels of the plurality of graphics data, said number being equal to the numerical value, while continuing storing said number of pixels in memory that are blanked; and

displaying the plurality of graphics data such that the blanked out pixels of the plurality of graphics data are not displayed and a first non-blanked pixel of the plurality of graphics data is displayed.--